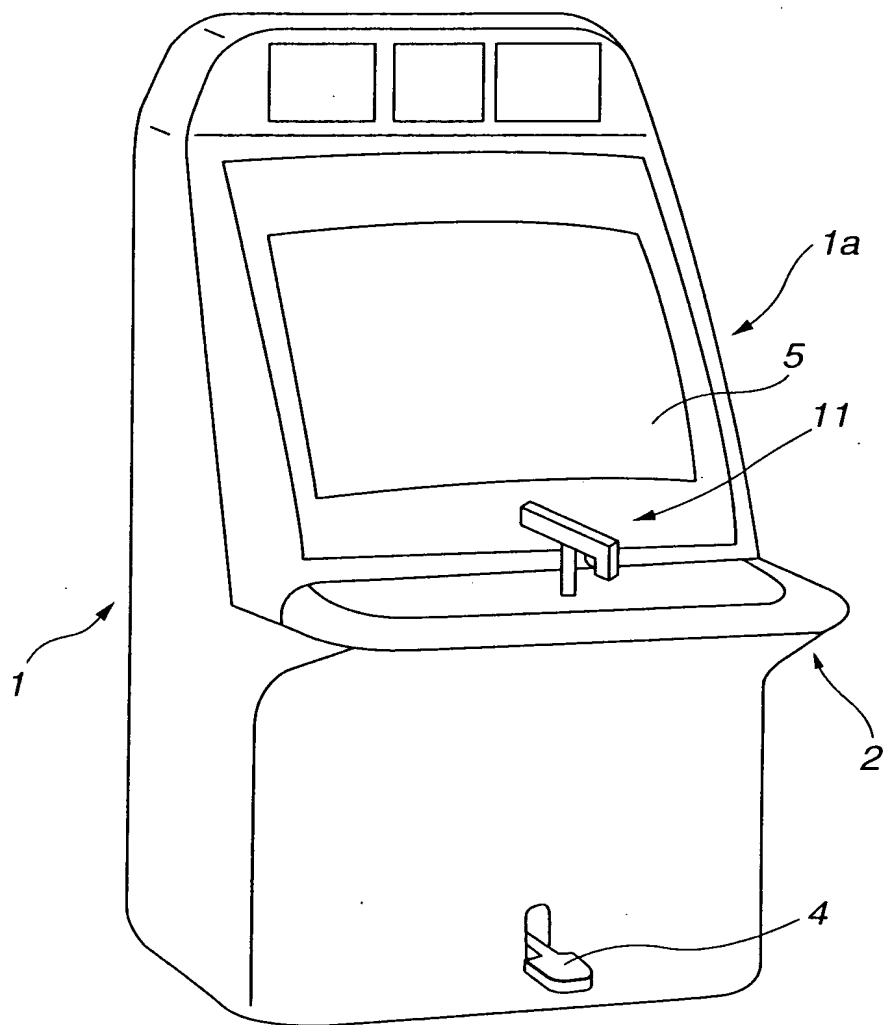


FIG.1



(The following are the names of the authors who have contributed to the journal since the last issue.)

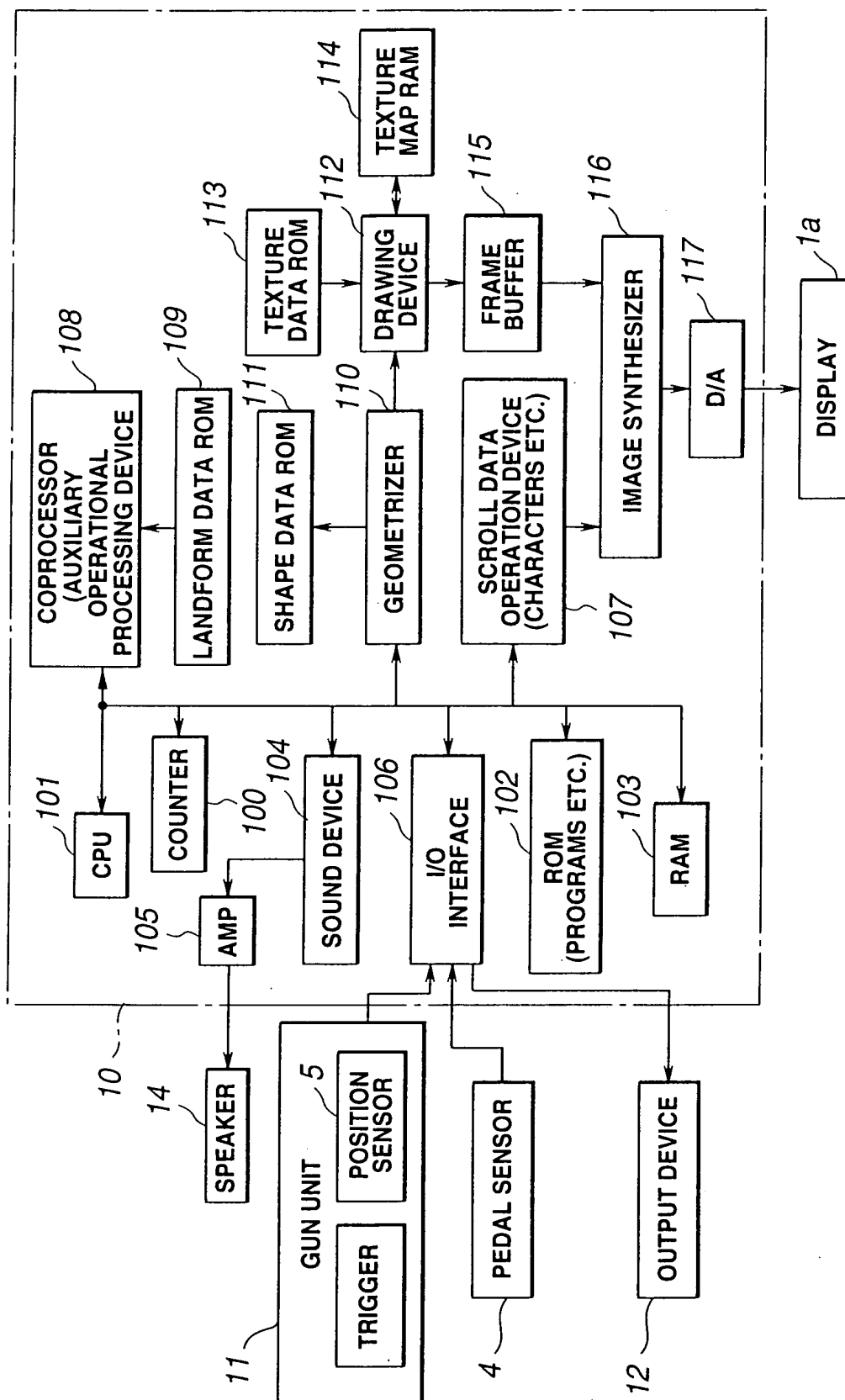


FIG.3

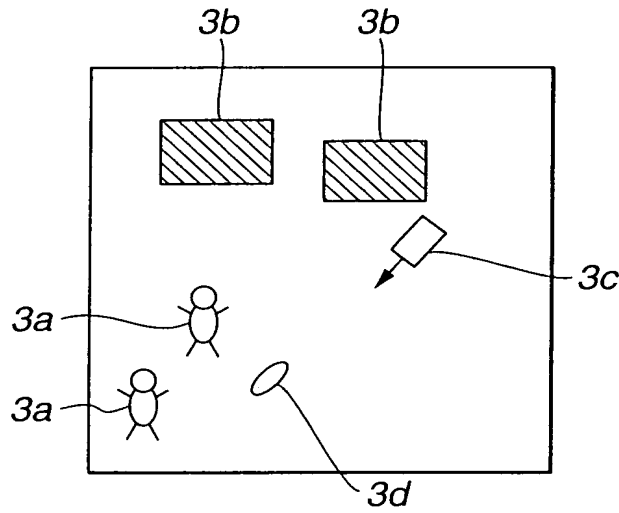


FIG.4

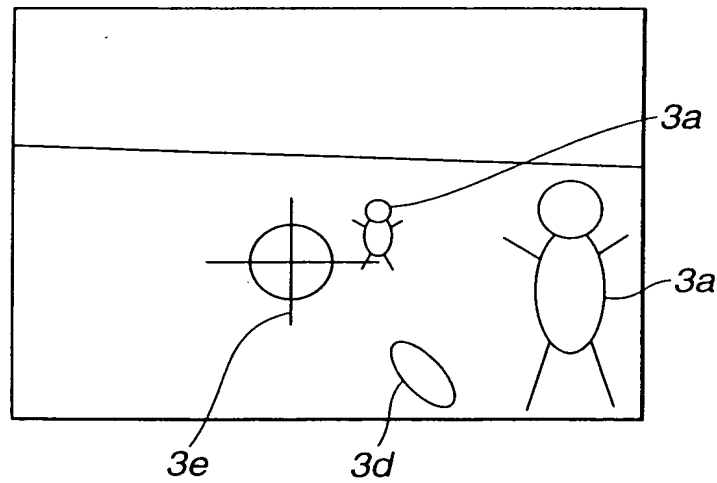
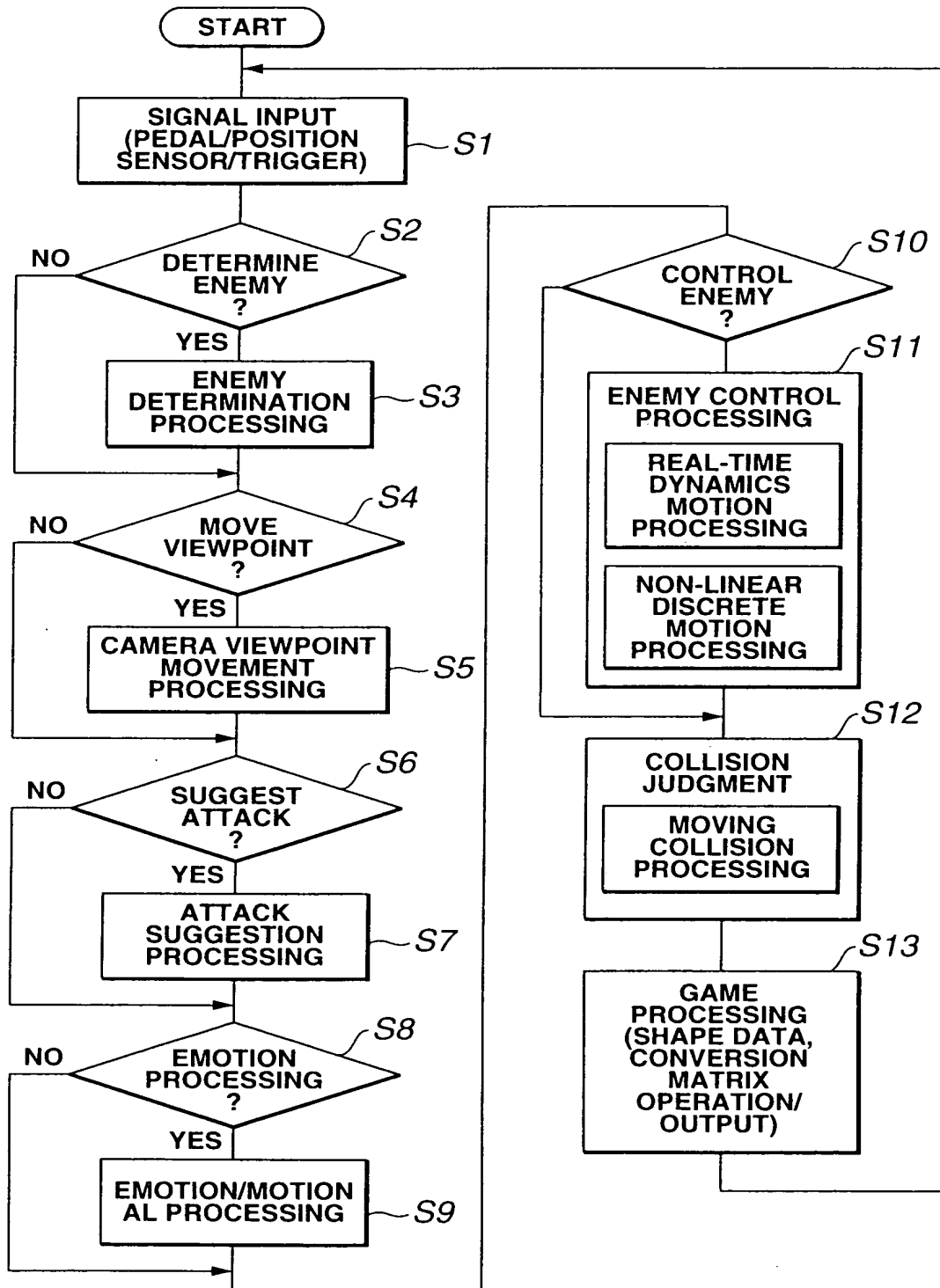


FIG.5



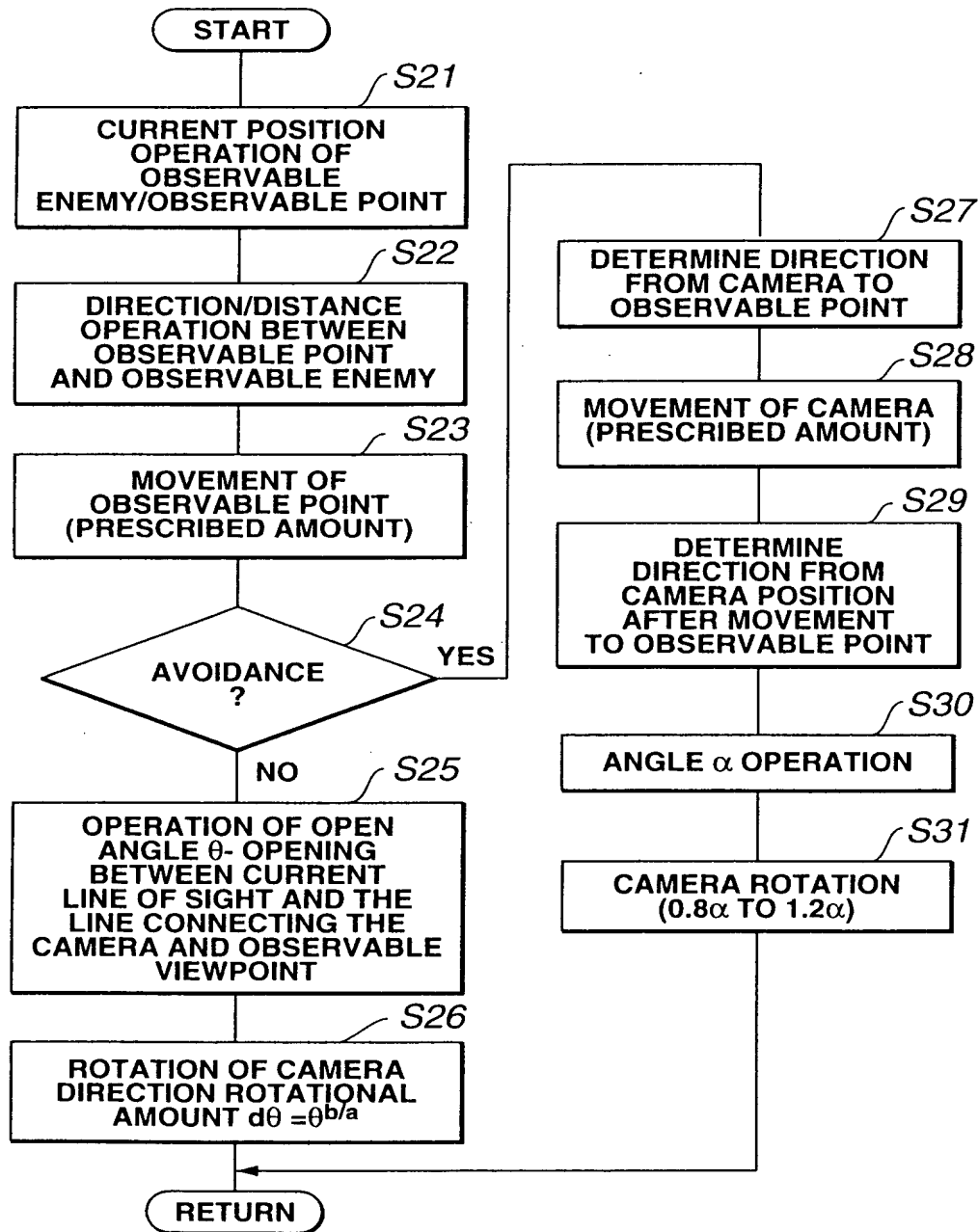
[illegible]

Diagram illustrating the geometry of a camera's field of view. A camera (C) is shown at the bottom left, looking towards an observable point (P) on a dashed line. The current line of sight is a solid line from C to P. The angle between the current line of sight and the dashed line is labeled θ . An observable enemy (E) is shown to the left of P, also on the dashed line. Labels include: OBSERVABLE POINT, P, OBSERVABLE ENEMY, E, CURRENT LINE OF SIGHT, C CAMERA, and θ .

**OBSERVABLE
ENEMY**

**OBSERVABLE
POINT**

E ————— **P**

APPROX. 1/8 TO 1/12
OF THE DISTANCE
BETWEEN P TO
E PER FRAME

FIG.11

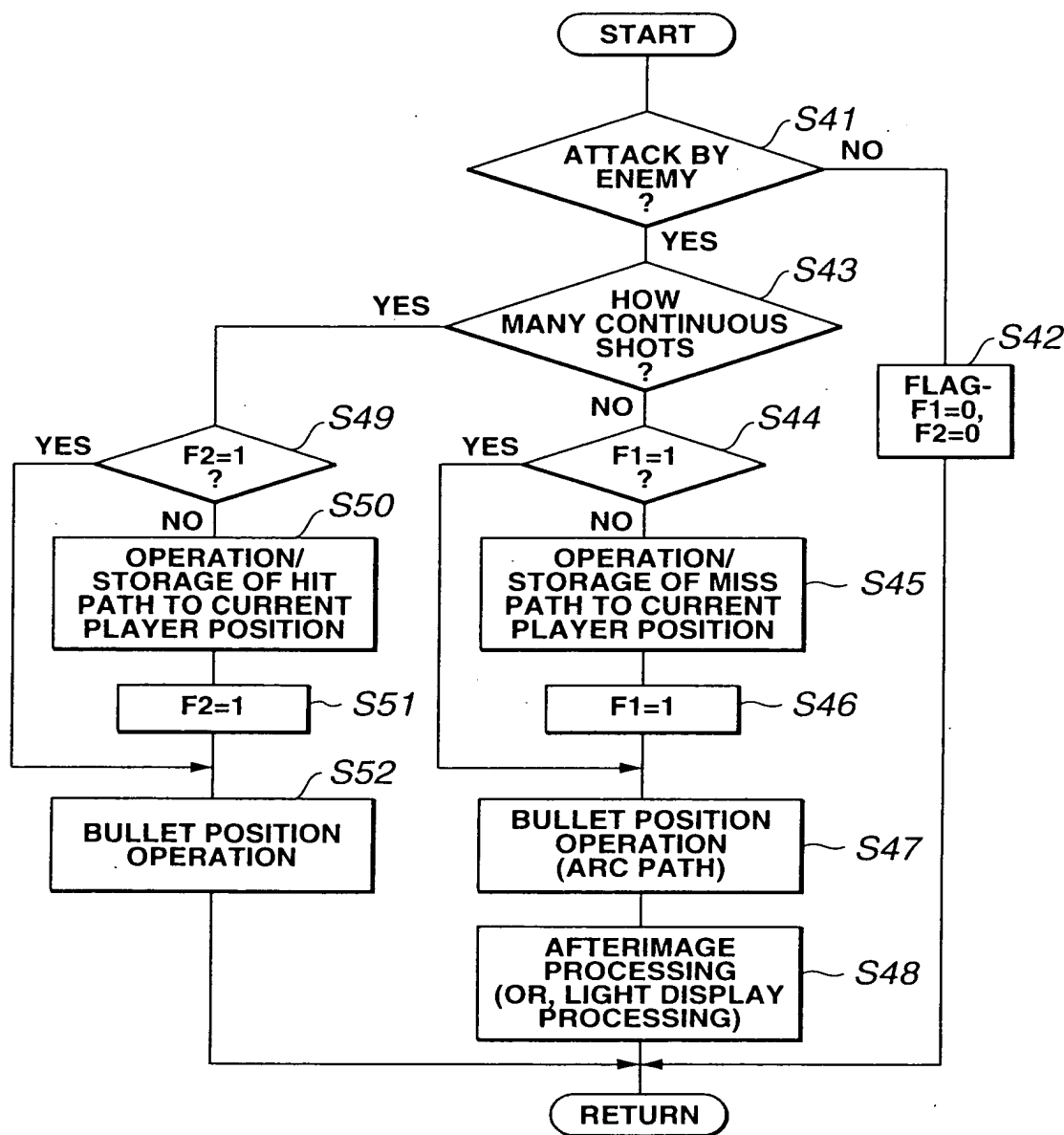


FIG.12

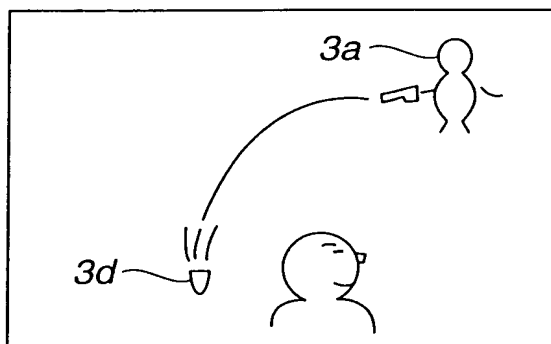


FIG.13

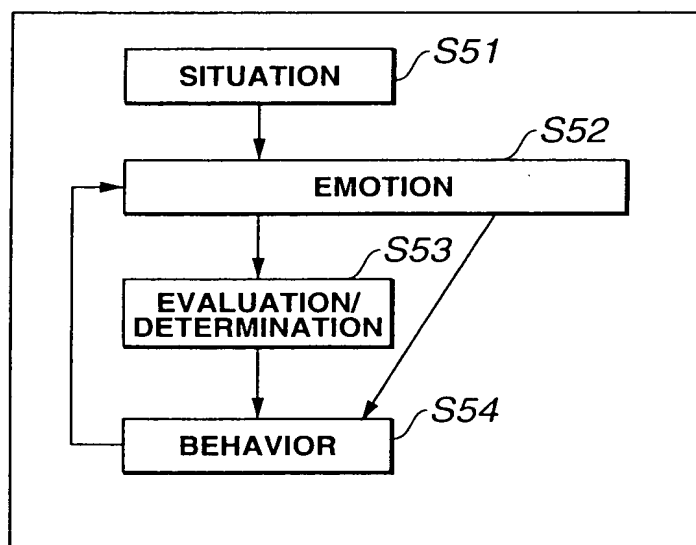


FIG.14

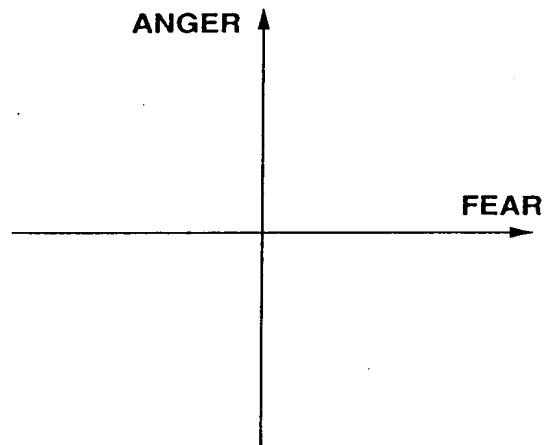


FIG.15

GAME AI CONCEPTUAL DIAGRAM

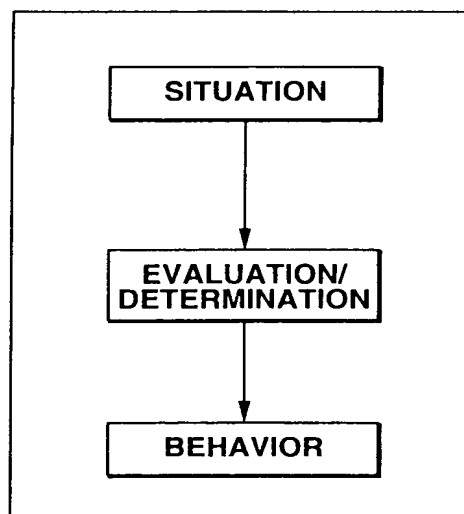


FIG.16

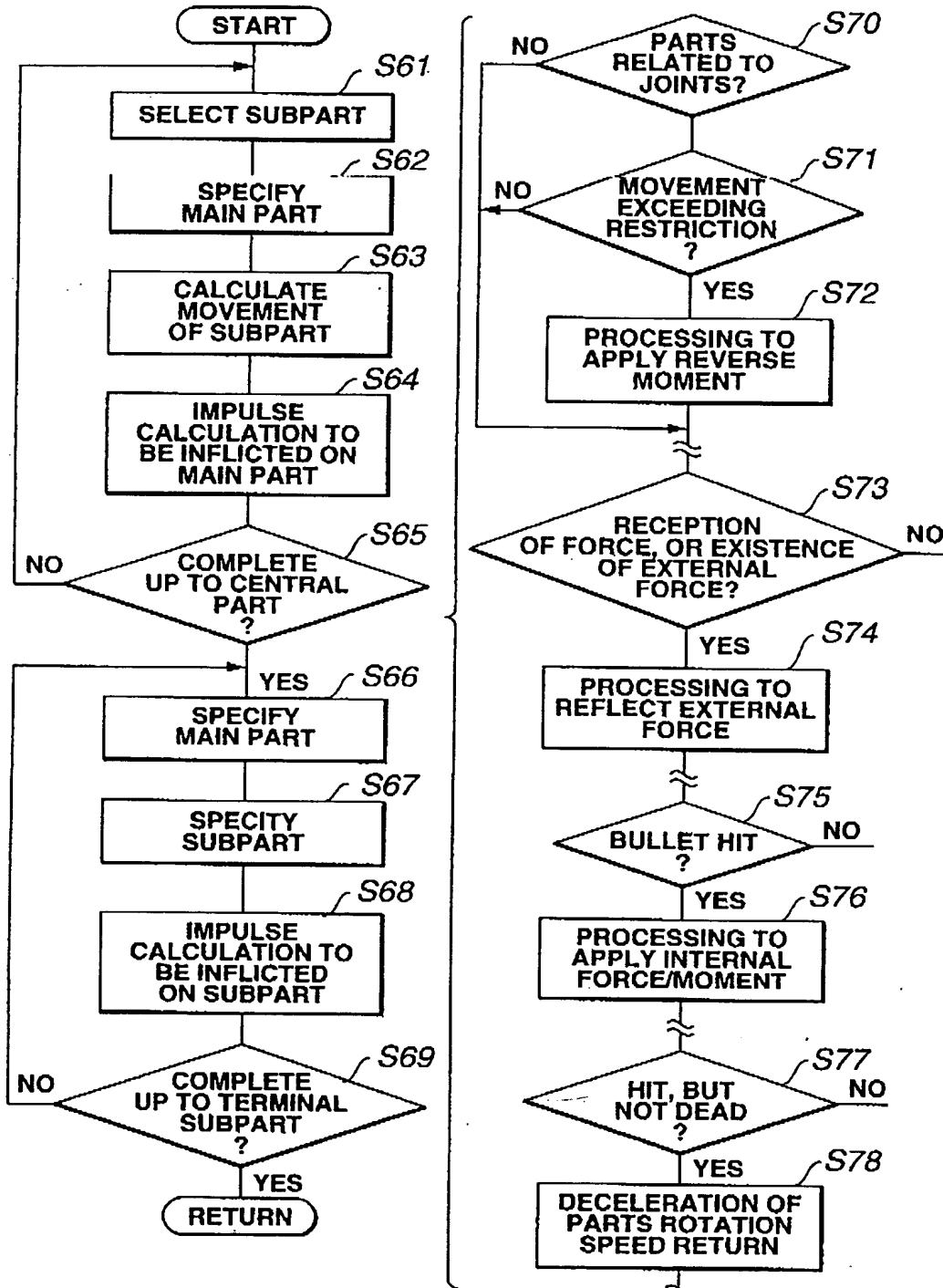


FIG.17

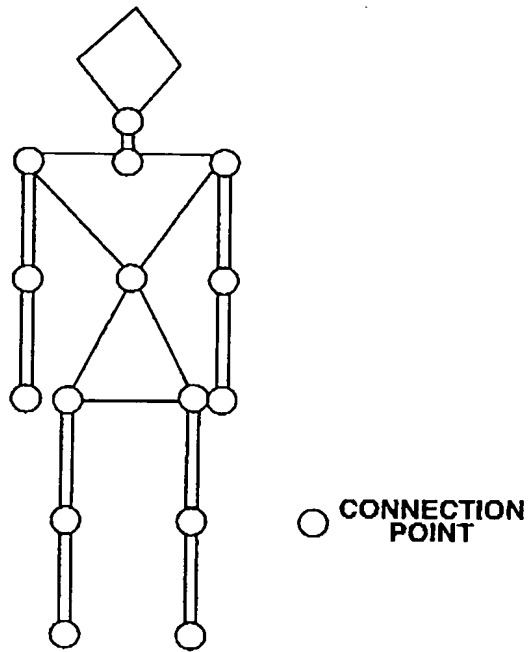


FIG.18

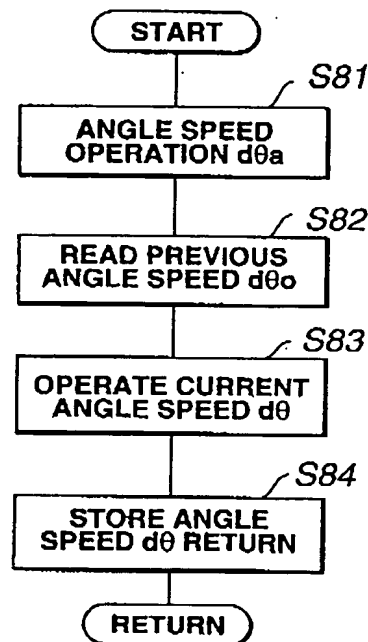
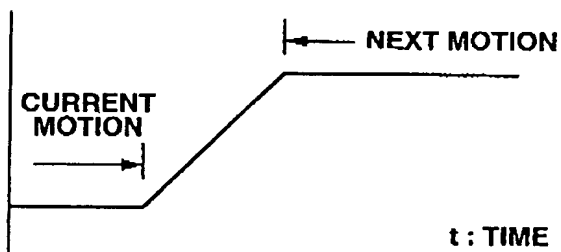


FIG.19

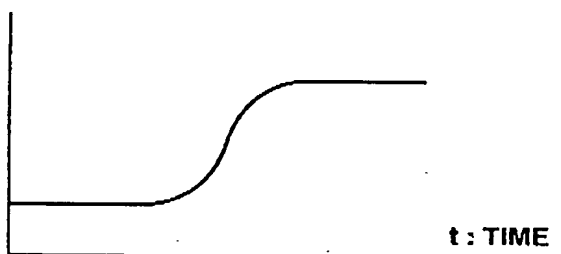
LINEAR INTERPOLATION
 θ : ROTATION ANGLE



FUNCTION CURVE OF LINEAR INTERPOLATION

FIG.20

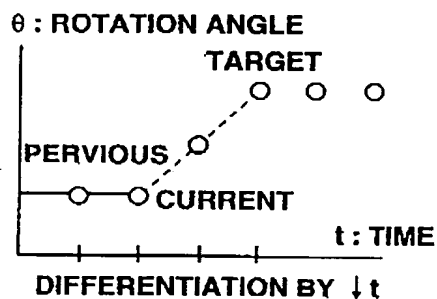
TERTIARY CURVILINEAR INTERPOLATION
 θ : ROTATION ANGLE



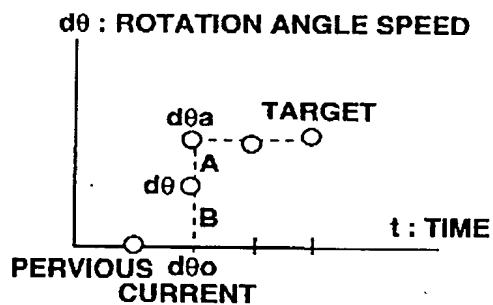
FUNCTION CURVE OF
 TERTIARY FUNCTIONAL INTERPOLATION

FIG.21

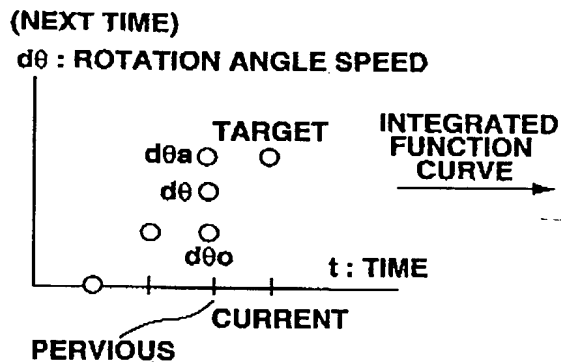
(a)



(b)



(c)



(d)

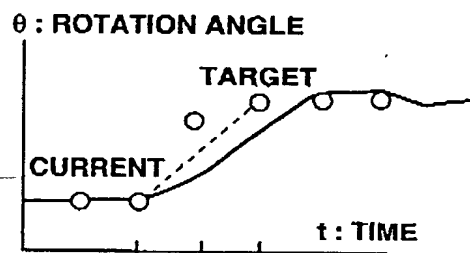


FIG.22

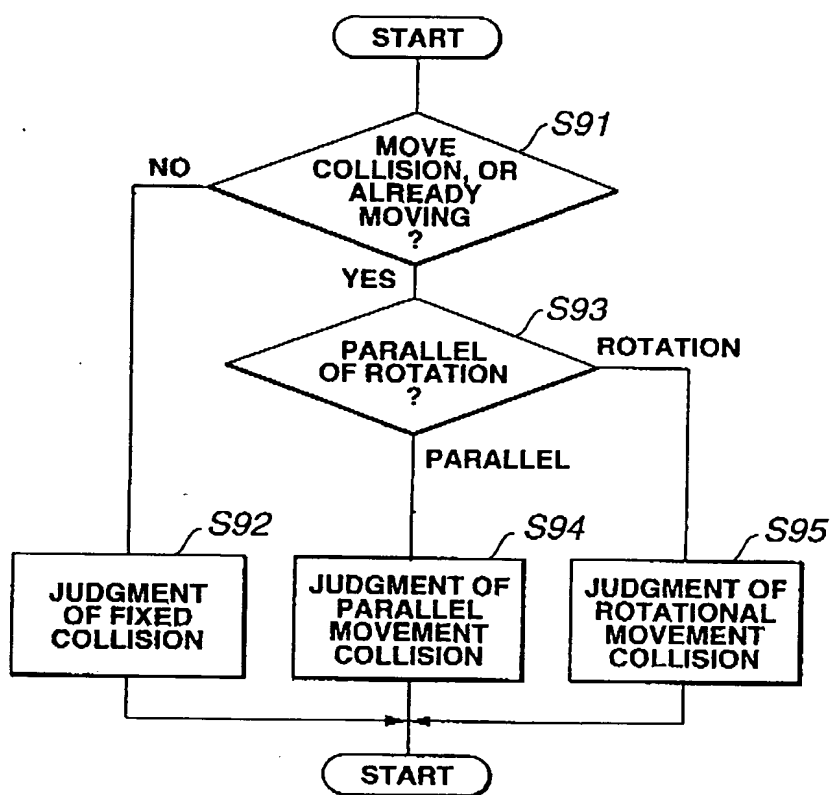


FIG.23

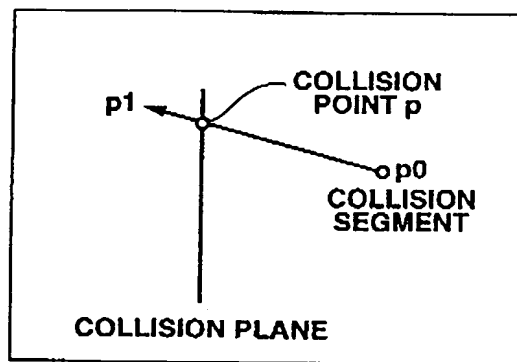


FIG.24

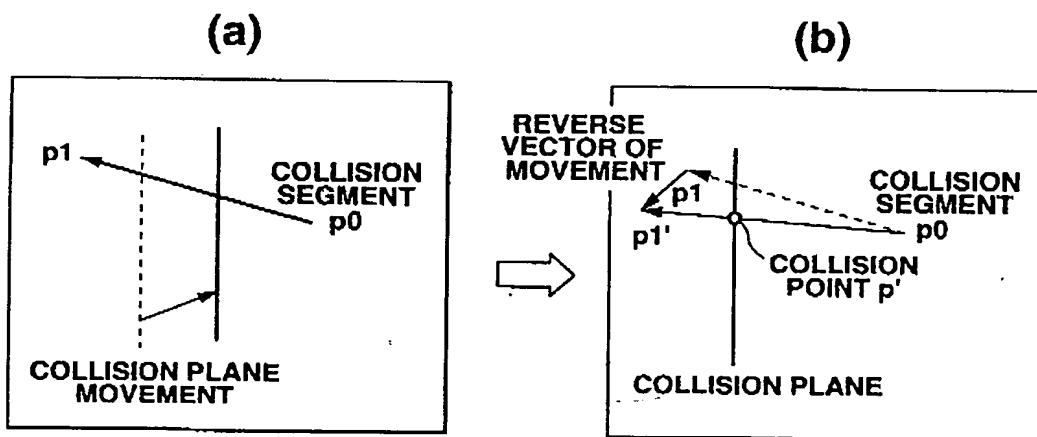


FIG.25

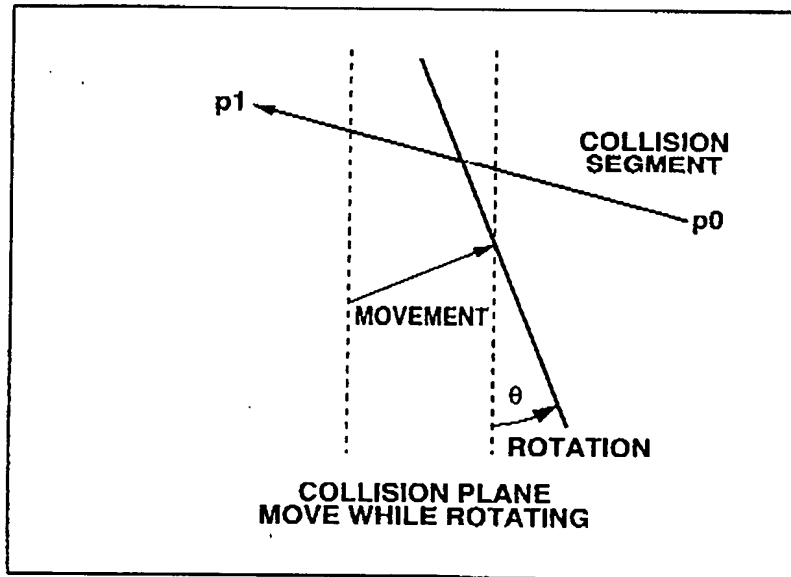


FIG.26

